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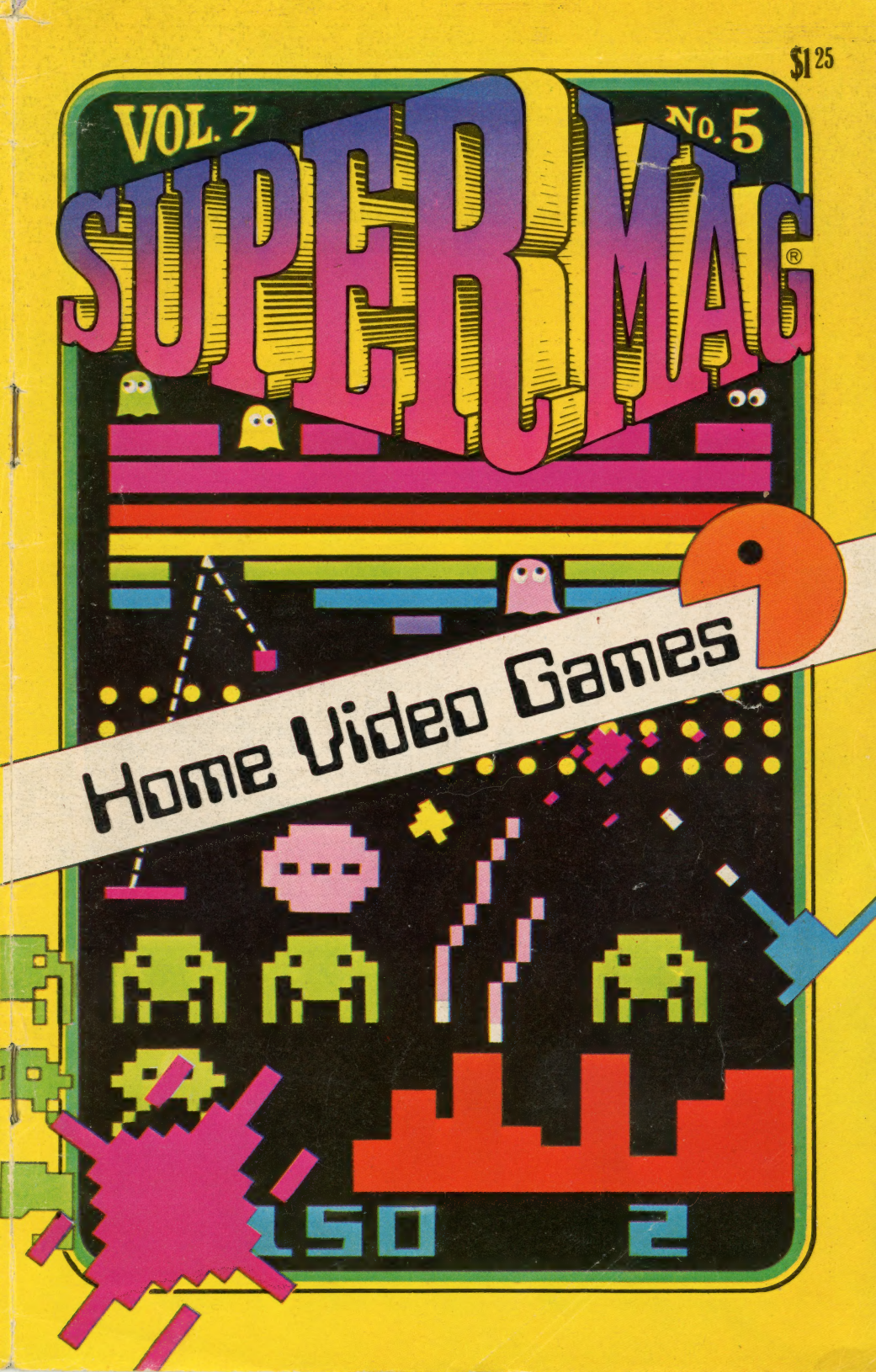
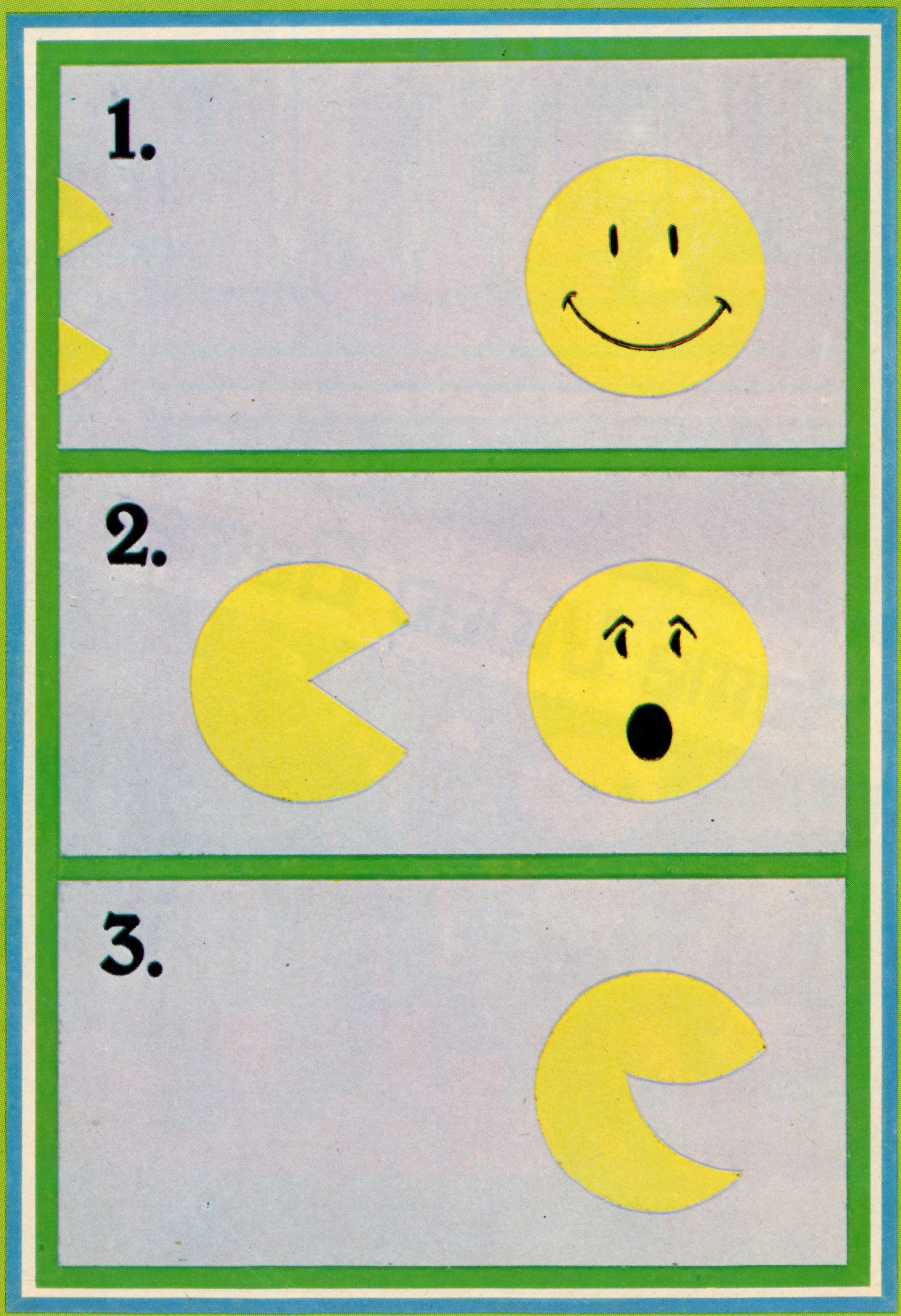
VOL. 7 NO. 5

SUPER MAG®

Home Video Games



Inside front cover supersilly Pac-Man joke



Art: Michael Blowers

Vol. 7 No. 5

SUPERMAG®

A SPECIAL HOME VIDEO-GAME ISSUE

Inside you'll find:

Terrific new games—We tell you about 20 of the newest home video games to hit the market. (They're just in time for holiday giving and getting!) We have included who makes them and how much they cost.

Video-game wildlife—If you have never seen these creatures in a science book, you probably know them from the video screen.

Superstrategies—Here are some useful tips to help you outsmart four of the new home video games.

Hand-held games—For those players who like their video games portable, we have a roundup of the best hand-held and tabletop games.

Video-game tournaments—In this article, we tell you about the electronic contest craze sweeping the nation. And we introduce you to some stars of the games.

Believe-It-or-Leave-It—Here's your chance to learn some odd video-game facts.

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(Above) The Odyssey 2 System can turn your television into a space battlefield or a volleyball court. Other popular video systems include Atari, Coleco, Mattel, and Activision.

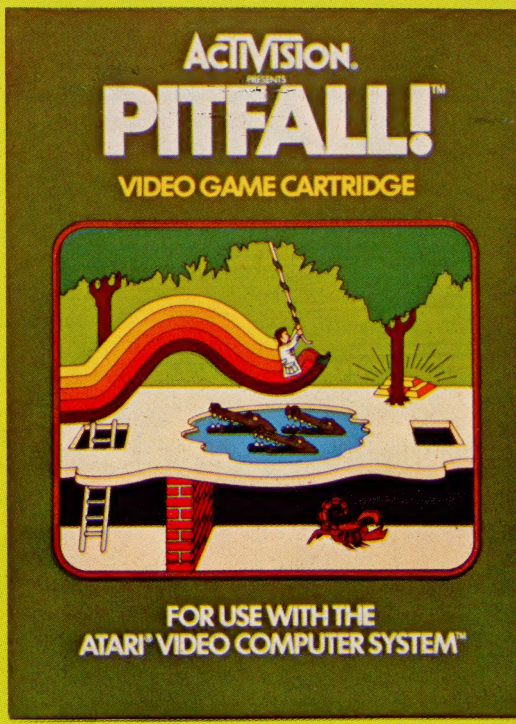
SuperMag Introduces

Twenty terrific new home video games

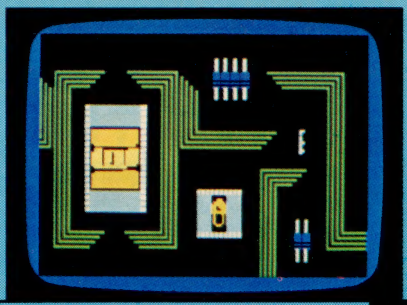
Some superduper video-game cartridges have zapped the market just in time for holiday gift giving and getting! We've picked 20 of the most terrific ones, guaranteed to thrill, delight, and challenge you. The suggested retail price of each cartridge is given after the name of the manufacturer.

Anyone interested in the world of high finance, big business, and the stock market will love **The Great Wall Street Fortune Hunt** (Odyssey 2—$49.95). This amazing copy of the *real* stock market features a playing board and an expanded memory cartridge. It can be played by one or more players. Each player starts with $100,000 and must invest it wisely. The computer keeps track of each investment and does all of the mathematical calculations. Whoever makes the most money wins the game. Four skill levels make this game super-challenging for both kids and adults. Once you're an expert at straight investments featured in the first level, you can move on to more difficult money matters. (There's more about this game along with a photo of the cartridge on page 12.)

If you're searching for excitement and adventure, try the original video game of **Pitfall** (Activision—$31.95). In this unique game, the player moves a little guy named Pitfall Harry through the heart of a threatening jungle in search of hidden treasures. But it's not easy. Harry must avoid crocodiles, cobras, and scorpions, while swinging over tar pits, leaping over rolling logs, and avoiding blazing fires. If you think this *sounds* exciting, just wait until you play the game!

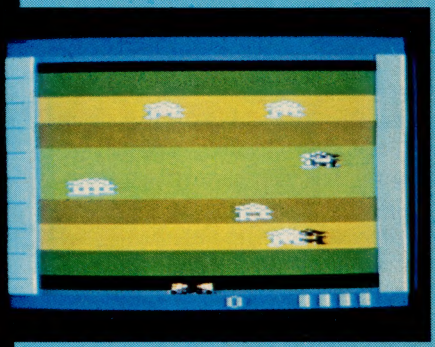


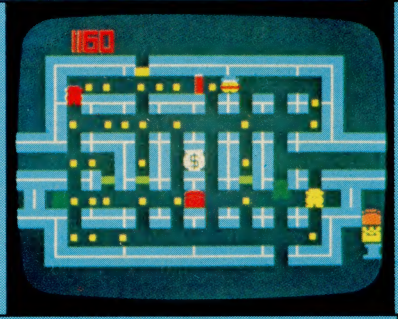
The strategy-reflex war game **Chopper Command** (Activision—$31.95) puts the player at the controls of a helicopter gunship. The player must protect a truck convoy crossing the desert with three helicopters—the one being piloted and two in reserve. Enemy jets and choppers attack the dangerously outnumbered convoy. It takes a lot of skill and speed to stop the total destruction of the convoy.



The Walt Disney Production movie *Tron* comes to life in **TRON Maze-A-Tron** (Mattel—$31.00). Players trapped in the circuits of an alien computer must disconnect the deadly computer's Central Processing Unit before being stopped.

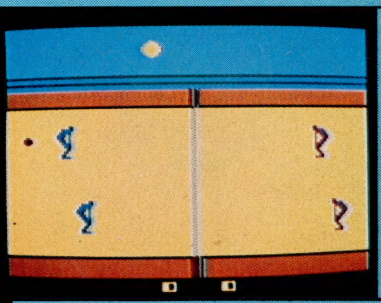
The two players of **Demons to Diamonds** (Atari—$26.95) face each other across a demon-packed void. If you hit "good" demons, you are showered with diamonds. Hit the "bad" demons, and you create a menancing Skull, which fires destructive energy bursts at both players.

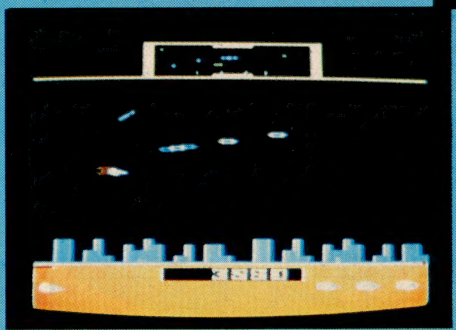




You are about to pull off the biggest bank robbery the nation has ever seen in **Lock'n' Chase** (Mattel—$39.00). With the police on your tail, you move your men through bank vault halls. As you try to outsmart the law, you pick up gold coins and hide behind doors. The game is for one or two.

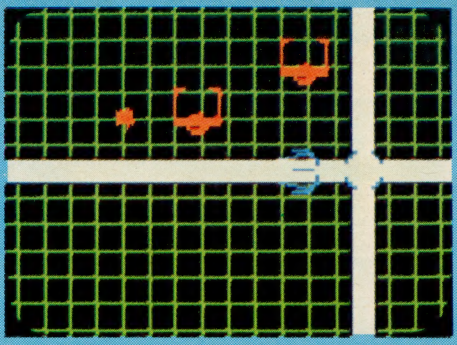
Any sports fan will get a workout with **Volleyball** (Atari—$26.95). Like the real thing, the object of the game is to hit a ball over a net. The game, with four variations, can be played by one or two at a time. The player who scores 15 points with a two-point lead wins.





The aliens of **Defender** (Atari—$37.95) try to kidnap defenseless humanoids from the earthly city, and only the Universal Ship Defender can protect them. Enemy Landers, Mutants, Bombers, Swarmers, and Baiters overrun the screen, and the player must blast them out of the sky.

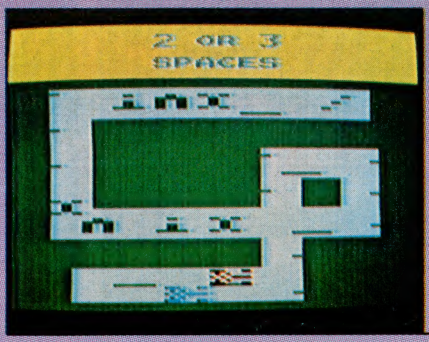
Trapped inside a computer, players of **TRON Solar Sailor** (Mattel—$36.00) try to escape from the Master Control Program in their space vehicle, The Solar Sailor. A female navigator's voice advises them of their ship's status. Another character, BIT, helps the player guess the code that aids in the escape.



Freedom Fighters (Odyssey 2—$32.95) puts you in command of a starship of the Earth Federation Rescue Fleet. Your mission is to free fellow pilots, who are imprisoned in the space confinement crystals of the Pulsar aliens. Warships guarding the crystals can attack you with drone mines.

The hero of **Raiders of the Lost Ark** (Atari—$37.95) is, of course, Indiana Jones. The player guides Jones through a 13-room maze full of snakes, whips, pits, knives, and revolvers. When Jones reaches the Well of Souls and safely recovers the Lost Ark of the Covenant, the player wins the game. (There's more about this game on page 13.)

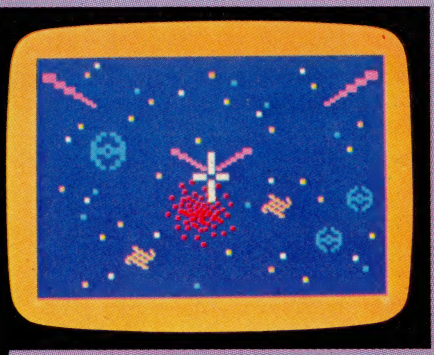
Playing **Megamania** (Activision—$31.95) is like having a nightmare after eating too much pepperoni pizza, popcorn, and peanut butter before going to bed! The game begins when a wave of everyday objects floats across the top of the screen. Suddenly they begin to drop deadly projectiles. The player must use his mobile blaster to eliminate them. Then the player must prepare to fight off the next wave of menancing objects.

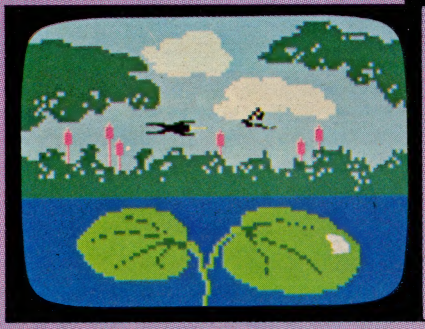


Who says math isn't fun? In **Math Gran Prix** (Atari—$22.95), one or two players must give correct answers to arithmetic questions to move their racing car around the track. The first player to reach the finish line wins. Nine variations of this game make it a never-ending challenge.

Advanced Dungeons and Dragons (Mattel—$39.00) takes players through peaceful mountains, caves, forests, rivers, and plains. Players search for and enter Cloudy Mountain, the home of the ancient emerald crown. Before they can claim the crown, they must defeat the cave monsters and Winged Sloths who guard the mountain. (See page 13 for more about this game.)

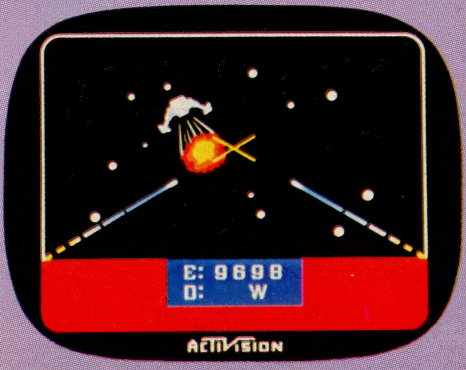
Here's a home video game that actually talks to the player and helps the player with the game. In **Space Spartans** (Mattel—$36.00), a player commands a spaceship that must fight off enemy alien invasion forces. At the same time, the player must constantly build his own ship's defenses.



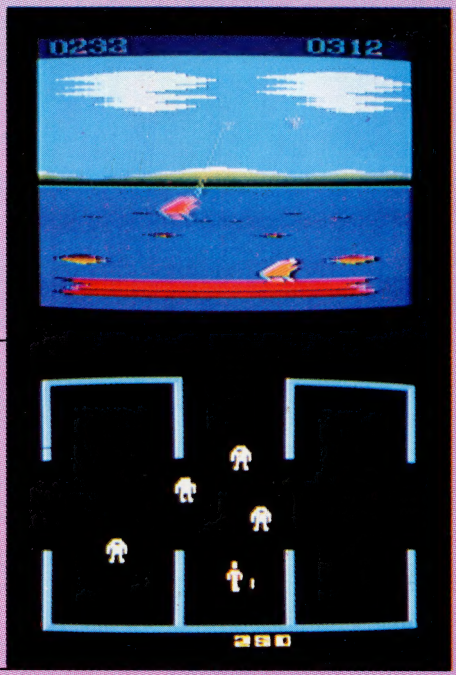


Frog Bog (Mattel—$19.00) players control a frog sitting on a lily pad. As the game moves through three separate phases, players must make the frog jump from lily pad to lily pad. The frog tries to eat as many flies as it can. Every time the frog catches a fly, the player earns a point.

Even the most experienced game player will find **Starmaster** (Activision—$31.95) a challenge. Players protect four starbases by detecting, engaging in battle, and destroying enemy starfighters. This must be done in the shortest time and with the least amount of energy. (For some tips on beating this game, see page 14.)



Using a joystick to move a frog back and forth across a log, the player of **Frog Pond** (Atari—$26.95) catches as many bugs as possible. When the player presses a red button, the frog jumps for insects. Each bug the frog catches earns points. New waves of bugs cross the screen as it is cleared.



The player of **Berzerk** (Atari—$31.95) moves a humanoid through a maze while dodging and shooting faceless robots. Evil Otto, the mad villian who controls the robots, leaps out at anytime. The player's only chance is to get the humanoid out of the maze before Otto catches it.

The challenging **Quest For The Rings** (Odyssey 2—$49.95) combines a game board with a video screen. Two to five players work as a team to recover ten precious Rings of Power that lie in gloomy dungeons, crystal caverns, and mysterious halls. First they must outwit the fire-breathing dragons, Doomwinged Bloodthirsts, Orcs, Firewraths, and Spydroth Tyrantulus, which guard the rings.

Video-game
1.
2.
3.
4.

wildlife

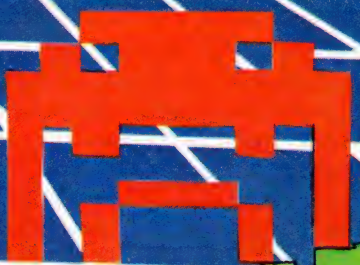
If lions, tigers, and bears scare your socks off, you'd better beware of this new breed of wildlife. Each creature on these pages belongs to a video game. How many of the games can you name? Turn to page 30 for the answers.

5.

8.

9.

7.


10.

6.

Art: Timothy Gilner

SUPERSTRATEGIES

Four video games and how to beat them

With so many great new video games to pick from, it wasn't easy to decide which ones to squeeze into this special three-page section. Here are descriptions of four new games, along with some tips to help you beat the machine—and your friends!

The game's aim: This master strategy board-video game, **The Great Wall Street Fortune Hunt** (Odyssey 2), has all of the thrills and excitement of the stock market. It combines a video-game cartridge with a colorful game board. As the latest stock market figures flash across the TV screen, two or more players try to buy stocks and bonds and to gain control of the 27 real-world businesses. The price of stocks, bonds, and real estate change in response to the latest news which also appears on the screen.

Winning strategies:

- Concentrate! **The Great Wall Street Fortune Hunt** is complex, so you'll have to keep your mind on the game if you expect to do well.
- Learn to anticipate investment changes and try to recognize what causes them to change.
- The news flashing across the TV screen affects your early investments. Be prepared to make quick decisions.

Raiders of the Lost Ark

The game's aim: A new computer coding system gives **Raiders of the Lost Ark** (Atari) as much excitement as the movie. The player's mission is to find the lost Ark of the Covenant before the Nazis. With a joystick, the player controls Indiana Jones, who must reach the Well of Souls where the Ark is hidden. There are 13 rooms of a maze, each representing a different game which the player must beat. The player can only win by safely recovering the Ark.

Winning strategies:

- Work your way through the early rooms quickly—without worrying too much about the threats. They're minor compared to what's to come!
- Until you've made your way to the secret map room, where you'll discover the location of the Ark, forget about treasures.
- Only pick up the things you'll need to get Indiana safely through the maze. Keep your mind on playing a strictly defensive game.

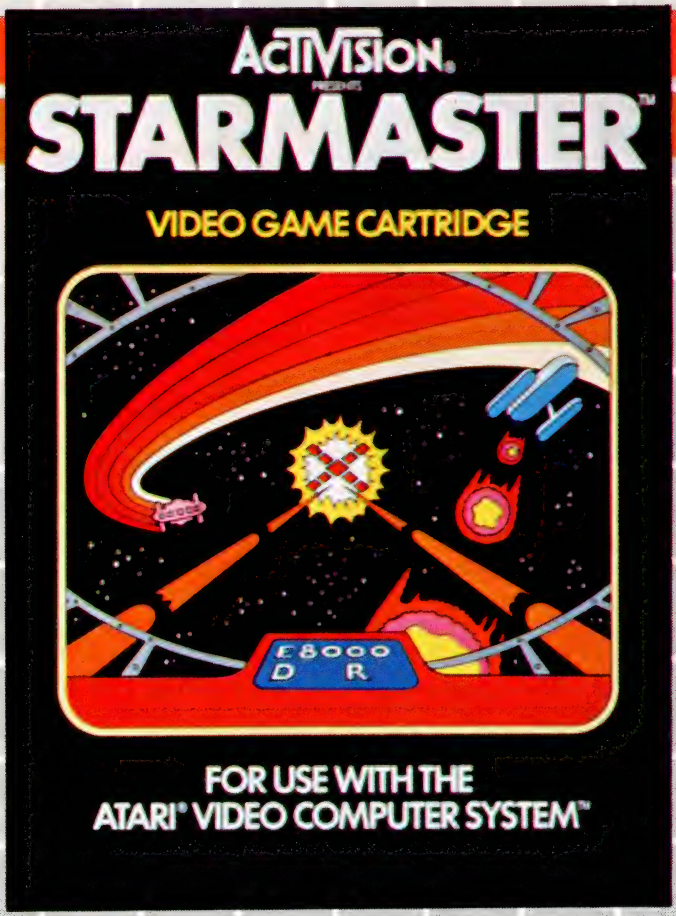
The game's aim: **Advanced Dungeons and Dragons** (Mattel) is similar to the original **Dungeons and Dragons.** But this time, instead of a medieval fantasy world with a deadly dragon, players must travel through mountains, caves, forests, rivers, and plains. And there's not just a single dragon to avoid, but several cave monsters and Winged Sloths, the guards of Cloudy Mountain and the emerald crown prize.

Winning strategies:

- Listen carefully to the game's sound effects. Don't make a move, unless it's absolutely necessary, until you get some sort of sound clue.

Advanced Dungeons and Dragons

- When battling the cave monsters, use a strike-and-move technique. Don't stand still. Keep moving!
- The minute you hear the sound effects signaling that the Winged Sloths have heard you and are getting ready to attack, take up a position in the center of the screen. There, no matter which direction the sloths come from, you'll be able to strike at them.
- Caution is the keyword!



The game's aim: When playing **Starmaster** (Activision), the player must quickly destroy invading enemy starfighters before they destroy the player's spaceship or starbase. The player uses a Galactic Chart Analysis, travels in WARP speed, engages the enemy in combat, and docks with a starbase during the game. The Galactic Chart helps to complete the mission. With the flip of a switch, the player can see the positions of the spacecraft, the four starbases, and the enemy.

Winning strategies:

- While your ship travels in WARP speed, dodge meteors by constantly shifting the position of your ship in jerky moves.
- Conserve precious fuel by making short evasive moves, rather than swinging widely from side-to-side.
- Protect your laser cannon at all costs. You cannot fire at the enemy or meteors if your laser cannon has been destroyed.
- Keep those enemy starfighters away from your starbase by firing at them in steady streams.
- Remember to call up your Galactic Chart in order to reach a starbase for docking.

SuperMag takes a look at the best hand-held and tabletop games

If you like your video games compact, easy to put away, and easy to carry, these ten best-selling hand-held and tabletop games are for you. The prices of these electronic battery-operated games range from $20 to $100. (And don't forget, all the batteries you'll wear out are extra!)

Brain Baffler (Mattel)—Two players can try their skills at *Anagrams, Hangman, Copy That, Flash Word, Build-a-Word,* or the other three games featured in this game board.

Computer Gin (Mattel)—Here's a chance to play three different card games. One player can play two levels of *Gin Rummy* against the computer, or *Go Draw* or *33* with a friend.

Astro (Kosmos)—One thing this one-person astrology game can do is compare how two people get along. It's also a basic calculator that can solve math problems.

Electronic Detective (Ideal)—If you enjoy mysteries, you'll like this game for four players. It has adjustable difficulty levels and some strange sound effects.

Merlin (Parker)—The games packed into this electronic wonder include *Merlin, Echo, Mindbender, Tic-Tac-Toe, Music Machine,* and *Blackjack.* Sound effects add to the fun.

Mincrovision/Blockbuster (Milton Bradley)—This reflex game with adjustable difficulty levels can be played by one person at a time. It's also a basic unit for several games, and other cartridges can be purchased separately.

Split Second (Parker)—Several players can test their abilities with this reflex-skill game. There are mazes, *Space Attack, Stomp,* and *Speedball.*

Pac-Man (Coleco)—This version of the popular coin-op game is bigger than a calculator, but smaller than most TV sets. It even has the same energy capsules and escape tunnels as the original game.

Omnar IV (Tryom)—Like backgammon? Then you'll love this electronic board game that you use with your backgammon set. The game is programmed to be a tough opponent, so it's not for beginners.

Fabulous Fred (Mego)—To keep you busy, this tabletop game has three music games, two reflex games, one baseball game, and one roulette game!

Challenge time: 1 minute, 30 seconds

Solutions on page 20.

Art: Jeffrey George

SUPER VIDEO-GAME MAZE

Take your pencil and start where the rocket points in.
Follow the path to the exit where the rocket points out. Rule: Don't cross a line.
See if you can beat the challenge time.

VIDEO-GAME

Four pages of video-game jokes and puzzles.

Hold on to your joysticks as we present our latest collection of electronic chuckles. But we warn you--you have to be a true video-game fan for these jokes to light your circuits.

Knock Knock. Who's there?
Tron. Tron who?
Tron stop me from playing video games!

Centipede Fan: I've got to get Centipede's autograph before he gets out of bed.
Asteroids Fan: Why?
Centipede Fan: When he gets up, it'll take him forever to put on his shoes and socks.

What are the children of a Dragster automobile called?
A Dragster automobile skids.

Judy: How do you climb Donkey Kong's building?
Jeff: With a ladder.
Judy: No. With your hands and feet.

Jack: Why is playing video games like being in a zoo or in a circus?
Jill: I don't know, but you'd do well in both places.

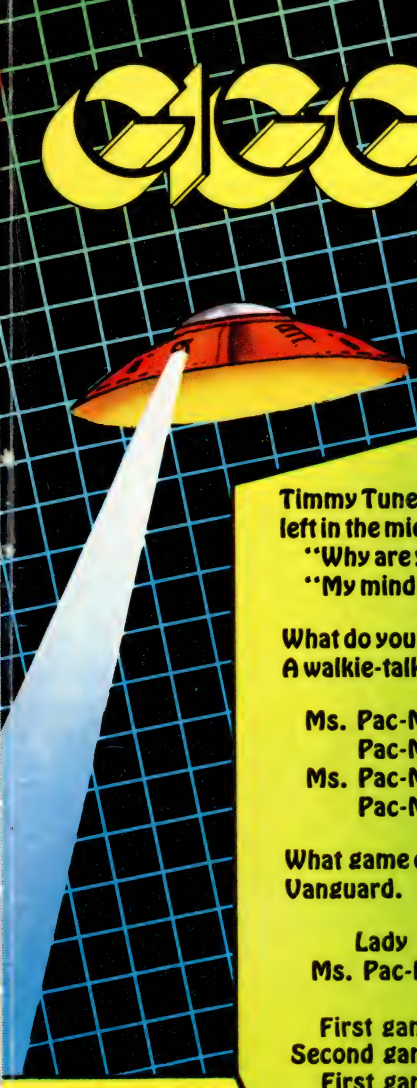
Donkey Kong's Friend: I found a new friend for Kong--the Mouse Trap mouse.
Tumble Bug: Won't Kong pick a fight with him?
Donkey Kong's Friend: He already did.
Tumble Bug: What happened?
Donkey Kong's Friend: I found him another friend.

What do you call the Pac-Man ghost when he has a cold?
A cool ghoul.

Dee: I hear your cousin won a Pac-Man contest.
Lee: He sure did. He's been playing for two years.
Dee: I'll bet he's tired by now.

Crocodile: Can you swim?
Frogger: Only at times.
Crocodile: At what times?
Frogger: When I'm in the water!

Giggle



Timmy Tuned-In was surprised when his friend, Sam Super, left in the middle of a game of Adventure.

"Why are you going?" asked Timmy.

"My mind is wandering," Sam said, "and I'm going along."

What do you get when you cross Centipede with Vanguard?
A walkie-talkie.

Ms. Pac-Man: Is it all right to say, "You have eaten?"
Pac-Man: Not at all!
Ms. Pac-Man: Why not?
Pac-Man: Because I haven't eaten those energy dots yet!

What game carries passengers and stands on a street corner?
Vanguard.

Lady Bug: I've just come from the beauty salon.
Ms. Pac-Man: Too bad it was closed.

First game player: Why haven't you started playing?
Second game player: I dropped my last quarter on the floor.
First game player: Pick it up.
Second game player: I can't. You're standing on it.

What's worse than a giraffe with a sore throat?
A Centipede with fallen arches.

Son: You couldn't lend me $25 to buy a new game cartridge, could you, Dad?
Dad: No, but how did you know?

Knock Knock. Who's there?
Phoenix. Phoenix who?
Phoenix the game before you run out of time.

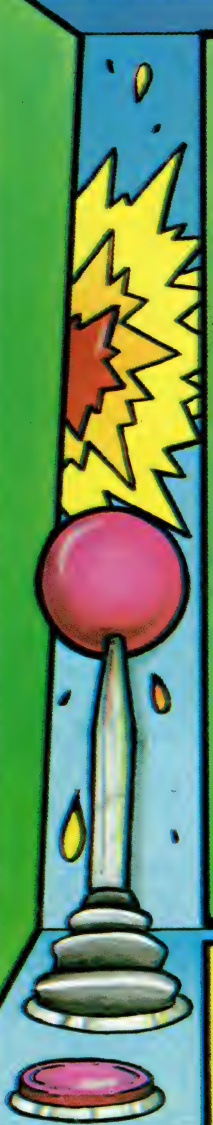
Stranger: What business are you in?
Pac-Man: The food business.
Stranger: What part?
Pac-Man: The eating part!

Art: Timothy Gillner

Jokes by Ronald Lackmann

LETTERMAN'S REVENGE

Help! The green Letterman zooming across these two pages is about to gobble up all your favorite video games. You have to find and circle the names of video games hiding in this puzzle before the Letterman gets them! Be careful--it's tricky. Read across, up, down, and around corners. Some letters will be used twice. We gave you a head start and circled one game.



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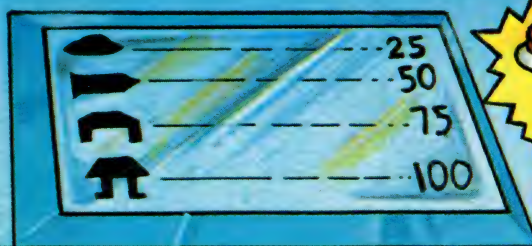
ASTEROIDS
ASTROSMASH
CHOPPER COMMAND
DEFENDER
DODGE 'EM
HANGMAN
HAUNTED HOUSE
HOME RUN
LASER BLAST
MISSILE COMMAND
MUNCH MAN
PAC-MAN
SEA BATTLE
SPACE BATTLE
SPACE INVADERS
STARMASTER
YARS' REVENGE

Ooops! You have pushed the wrong button and the Letterman is going bonkers! There's a message hiding somewhere in these letters. To find it, cross out each letter that appears four times. Put the letters that remain in the blanks, and they'll spell your message!

Y	C	O	•	•	•	•	•	•	H	U	D	
F	•	K	P	•	•	•	•	Z	W	•	K	
W	S	•	A	R	D	•	E	W	•	X	V	
•	J	P	•	X	M	Z	Z	Z	X	M	•	
•	•	I	N	•			•	P	J	•	•	
•	•	•	F					H	S	•	•	
•	•	C	S					K	•	•	•	
•	•	V	F	•			•	D	C	•	•	
•	M	D	J	R	E	A	L	•	X	F	•	
V	W	•	H	K	•	B	I	V	•	G	P	
J	•	T	R	•	•	•	•	C	O	•	U	
H	M	S	•	•	•	•	•	•	B	L	E	

ANSWER: _ _ _ _ _ _ _ _ _ _

_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _



Solutions on page 30.

video-game masterpieces

You won't find these masterpieces hanging in a museum. But you may see these works of art the next time you're around a video arcade. Can you guess which art goes with which game? The answers are on page 30.

Photographs by Martin Jackson

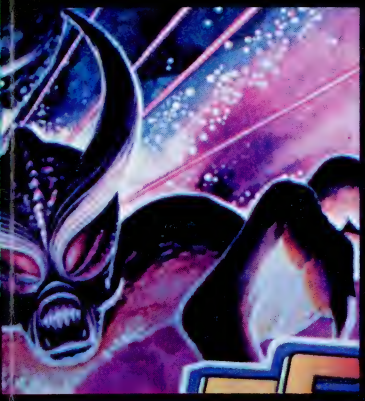
1.

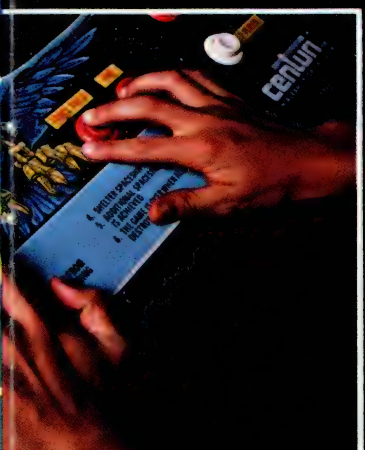
2.

4.

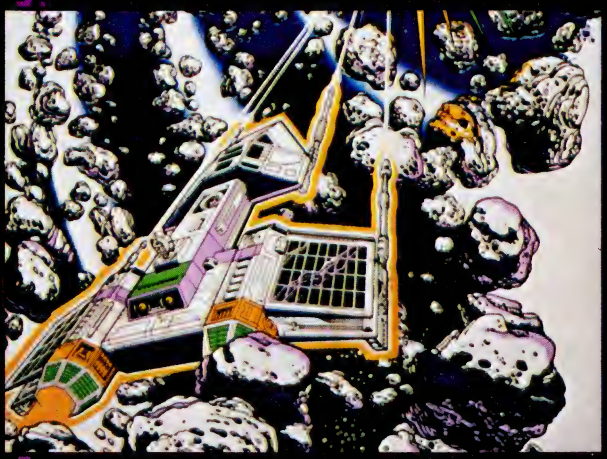
6.

7.





3.

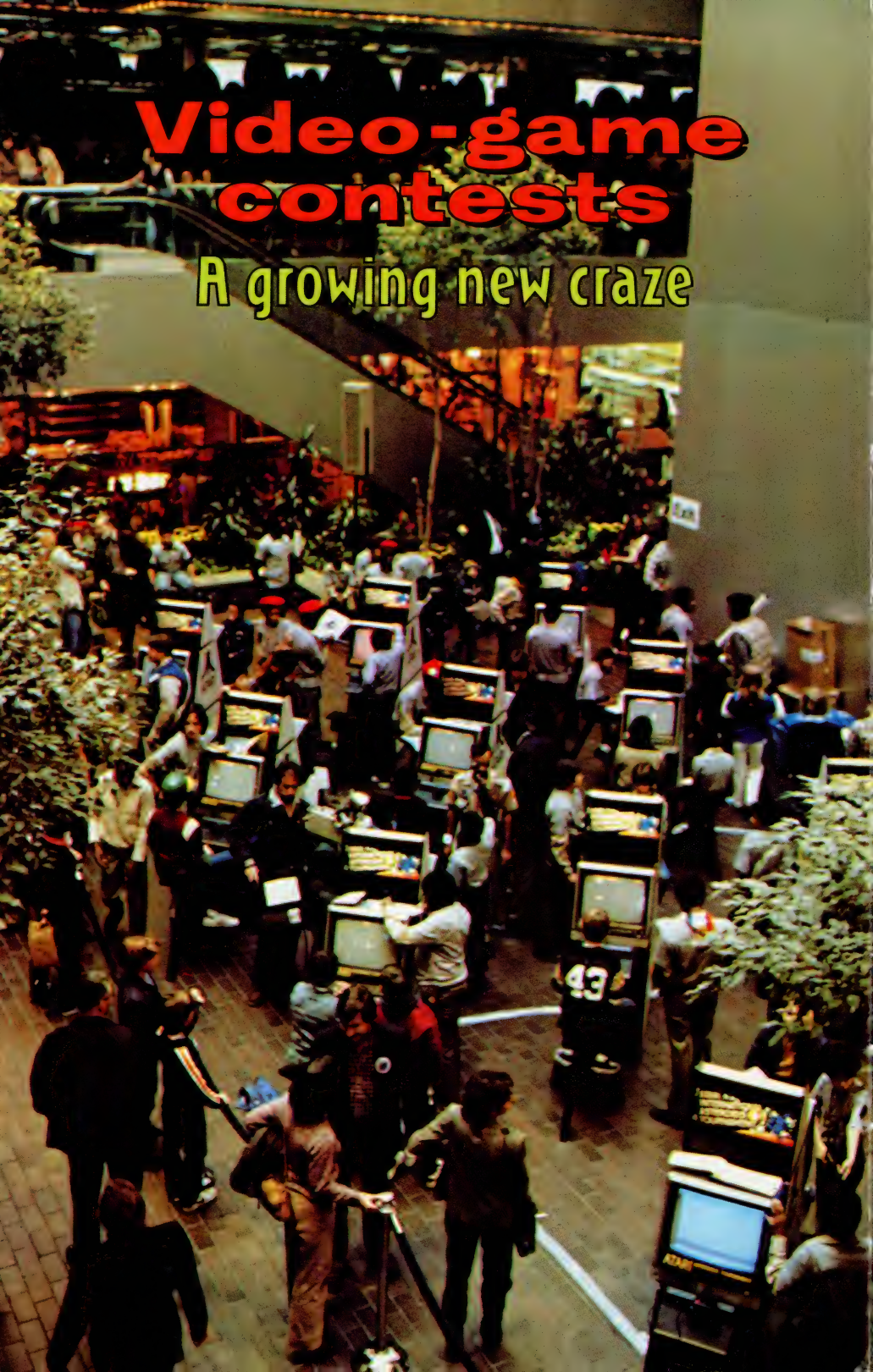


5.

8.

Video-game contests

A growing new craze



©1982 John Henebry, Jr.

(Above) Finalists in the **Tron** tournament battle down to the wire. The winner was Richard Ross of Jacksonville, Fla. What was his prize? A home computer, naturally!

How do you get to be a number one Pac-person? One way is by winning a video-game tournament. It started with the first **Space Invaders** tournament in California a few years ago. Now you can find tournaments all over the country! Bally introduced **Tron,** which is based on the movie, at a big contest in Madison Square Garden. Atari's International **Asteroids** Tournament drew a huge crowd of players to Citicorp Center in New York. And Activision held their **Chopper Command** Challenge in a helicopter!

Players in Mattel's **Astrosmash** shoot-off didn't even have to leave home to make it to the finals. All last summer kids sent in pictures of their highest scores on their home video screens. Then the top 16 scorers met in Houston for the finals. Who knows? Maybe one day video-game tournaments will get so popular, they'll be in the Olympics!

(Left) The **Asteroids** tournament semi-finals welcomed players of all ages—for free! (Right) Activision's **Ice Hockey** finals featured New York Ranger's star Ron Duquay. The challengers, who had to be 15 years old or under, played the pros to win the Activision Cup and $500.

©1982 Charles Steiner/Sygma

Meet the video-game superstars . . .

Photograph by Martha Dixon

11-year-old Charlie Brown, from Wilmington, N.C., became the youngest kid to hold the highest score in Looping—295,550!

Photograph by Yvonne Johnson

Superplayer Marvin Norton held the national number one spot on Defender with a score of 49,376,750. After he became a champion, Marvin says that some of the kids around Safford, Ariz., started calling him "Mr. Defender."

© 1982 Walter McBride/Retna

Robert Macnaughton, from the smash hit movie *E.T.*, is another fan of video games. Here Robert takes a break from playing two of his favorite games.

and stars who like video games

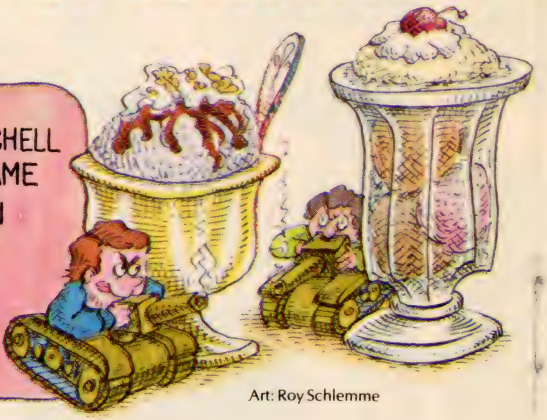
©1982 John Henebry, Jr.

Actress Barbara Eden likes video games so much that she took part in the Tron tournament at Madison Square Garden. Other celebrity players included two of the stars of the movie *Tron*, David Warner and Cindy Morgan.

If you think you have a top score on a video game, why not find out where you place nationwide? Write to video's superscorer Walter Day, Twin Galaxies, 226 E. Main Street, Ottumwa, IA 52501.

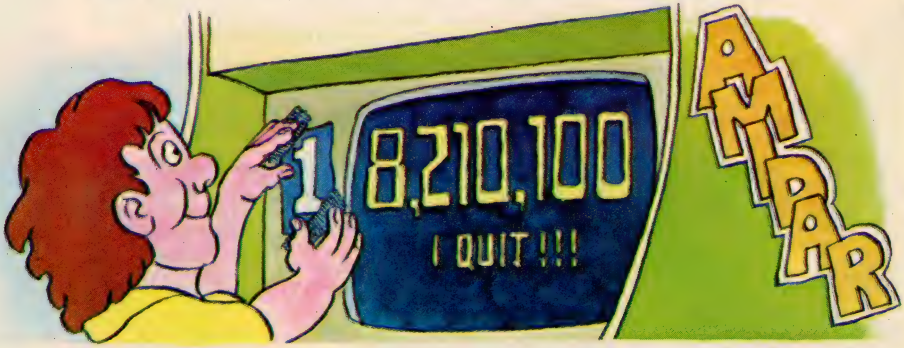
Ripley's Believe-It-or-Leave-It!

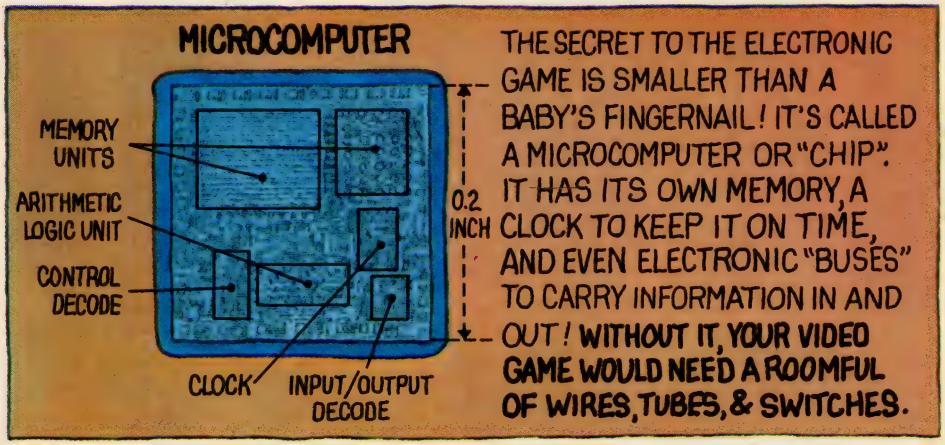
DEREK DAVIS AND ERNEST MITCHELL PLAYED ONE CONTINUOUS GAME OF "ARMOR ATTACK" IN AN ICE CREAM PARLOR THAT LASTED SIXTY HOURS— **THAT'S ALMOST THREE DAYS!**



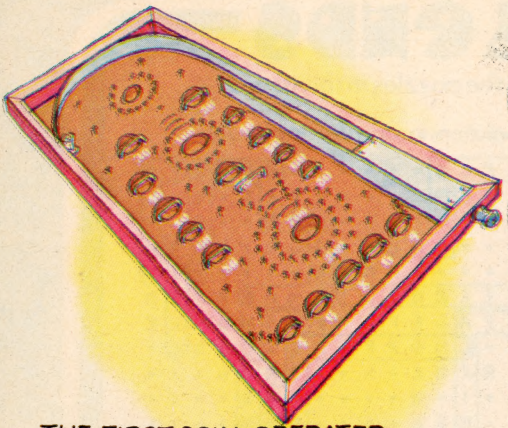
Art: Roy Schlemme

14-YEAR-OLD JOE BARRETT SURPRISED HIS FRIENDS IN KENOSHA, WISCONSIN, BY RACKING UP A SCORE ON "AMIDAR" OF **OVER 18 MILLION.**



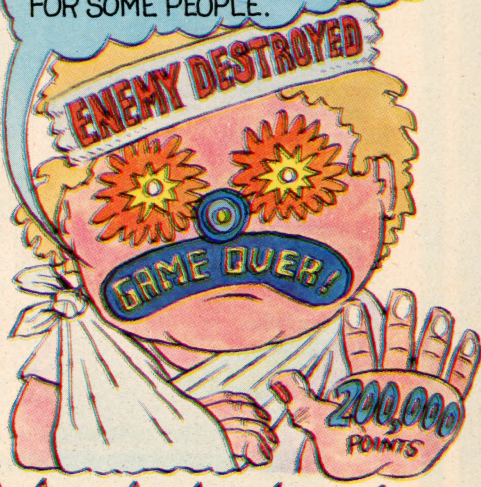


THE SECRET TO THE ELECTRONIC GAME IS SMALLER THAN A BABY'S FINGERNAIL! IT'S CALLED A MICROCOMPUTER OR "CHIP". IT HAS ITS OWN MEMORY, A CLOCK TO KEEP IT ON TIME, AND EVEN ELECTRONIC "BUSES" TO CARRY INFORMATION IN AND OUT! **WITHOUT IT, YOUR VIDEO GAME WOULD NEED A ROOMFUL OF WIRES, TUBES, & SWITCHES.**

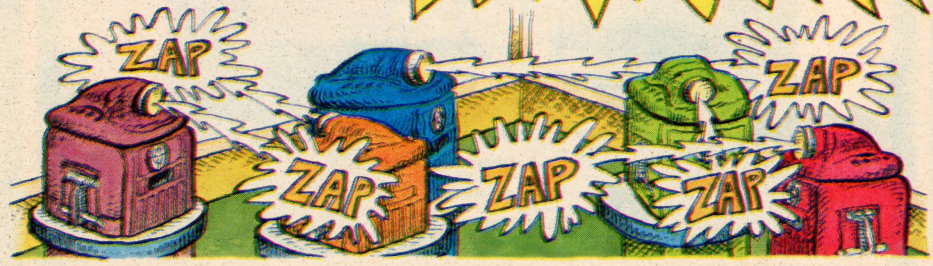


THE FIRST COIN-OPERATED MECHANICAL GAMES APPEARED IN THE LATE 1800'S. ONE OF THEM WAS A SMALL COUNTERTOP GAME MADE OF WOOD. ITS COLORFUL PLAYING FIELD FEATURED CAREFULLY PLACED PINS AND SMALL BALL BEARINGS. **IT WAS THE FIRST PINBALL MACHINE!**

TOO MUCH OF A GOOD THING? DOCTORS SAY THAT PLAYING VIDEO GAMES CAN CAUSE BLISTERS & MUSCLE CRAMPS AND THAT THE FLASHING LIGHTS CAN BE BAD FOR SOME PEOPLE.



WALTER DAY, OWNER OF TWIN GALAXIES ARCADE IN OTTUMWA, IOWA, HAS A SCOREBOARD THAT KEEPS RECORDS IN ELECTRONIC GAMES. WALTER CAN TELL YOU WHO'S FIRST, SECOND, **... EVEN ONE THOUSANDTH!**



WHAT'S THE ULTIMATE ELECTRONIC GAME? HOW ABOUT "ROBOT WARS"? EACH OF 12 PLAYERS GETS HIS OWN ROBOT WITH LASER WEAPON. DON'T EXPECT A HOME VERSION, THOUGH. THE ROBOTS WEIGH 25 LBS. AND NEED AN AREA 16-FT. SQUARE TO FIGHT IN. **BESIDES, "ROBOT WARS" COSTS $37,000.**

ODDS & ENDS

Here are the solutions to the puzzles in this issue:

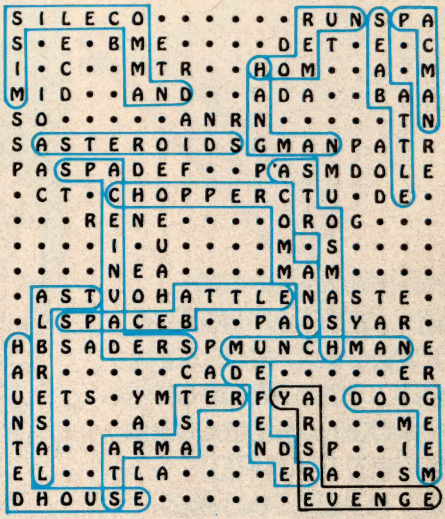
Solutions to Video-game wildlife (pages 10-11):

1. Yar's Revenge
2. Space Armada
3. Donkey Kong
4. Frog Pond
5. Space Hawk
6. Laser Blast
7. Berzerk
8. Quest For The Rings
9. Star Strike
10. Space Invaders

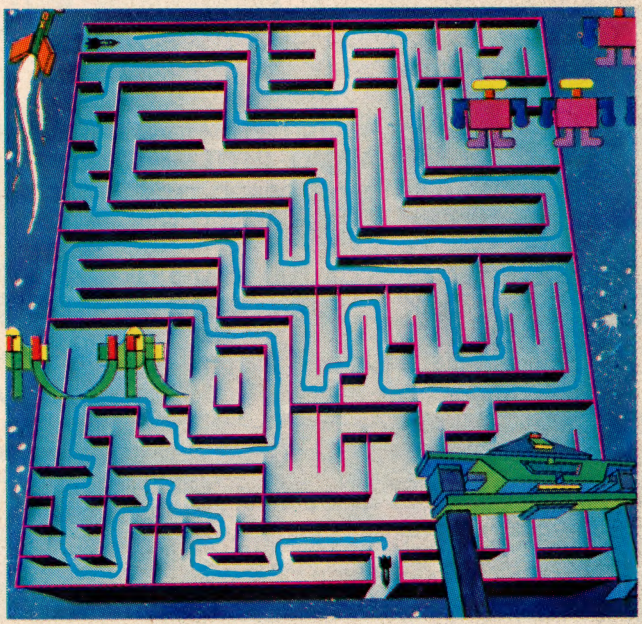
Solutions to Video-game masterpieces (pages 22-23):

1. Scramble
2. Tempest
3. Ms. Pac-Man
4. Gorf
5. Galaxy Delux
6. Centipede
7. Phoenix
8. Donkey Kong

Solutions to supersearch (page 20):



Solution to Super video-game maze (pages 16-17):



Solutions to hidden message (page 21):

Answer: YOU ARE IN REAL BIG TROUBLE.

Cover art by Timothy Gillner.

Inside back cover
super cartoon balloon contest

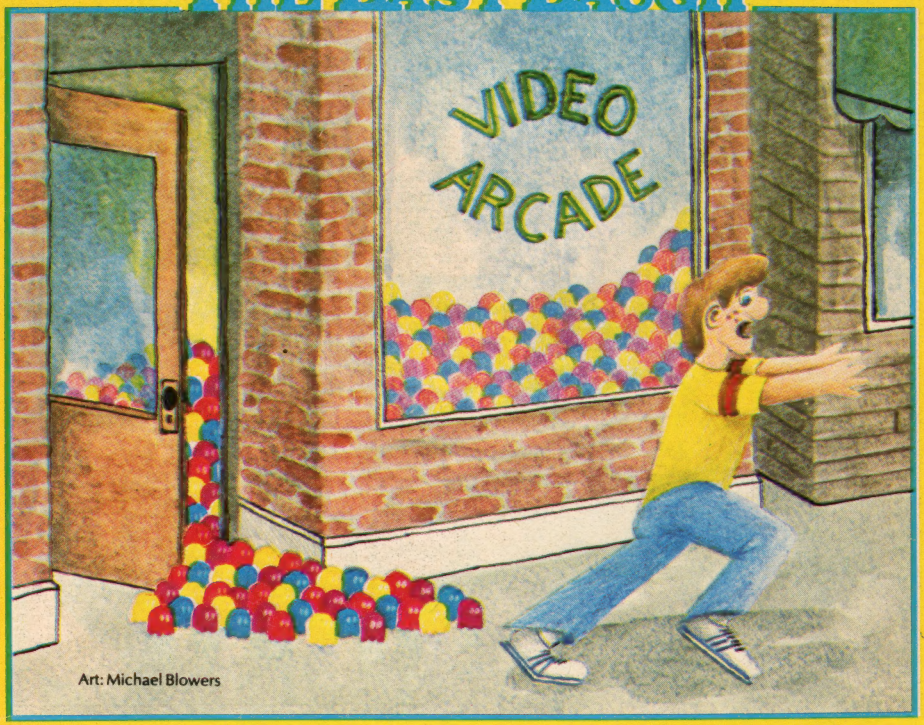
Art: Roy Schlemme

What do you think the woman is saying? Send us the words you think should be in the cartoon balloon. If, in the opinion of our judges, your words are the funniest, we'll send you a hand-held computer game. Second funniest wins a pocket calculator. Keep your entries short. Get them to us postmarked before May 31, 1983. Send your entry with your name and address to:

Contest #4, **SuperMag**, P.O. Box 432, Honesdale, PA 18431.

SuperMag Cartoon Balloon Contest #4 is void wherever prohibited by law. Employees of XEP and their families cannot enter. In case of duplicate entries our judges will consider the postmark date, neatness, and the correctness of spelling and punctuation in picking the winner. The decision of our judges will be final.

THE LAST LAUGH



Art: Michael Blowers